



# PUB GAMES

**DARTS** — 50T or 30T, finish on a double, normal match rules.  
Best of 3 games.

**F1** — select 50T/30T  
**JOYSTICK** **up/down** &  
**left/right** — aim dart.  
**FIRE** — throw dart.

**TABLE FOOTBALL** — 3 games with £1 for the winner of each game, 9 balls per game.

**JOYSTICK** 1 & 2

**up/down** — move players up/down  
**left/right** — kick and reset to forward kick position.

**FIRE** — throw dart.

## BAR BILLARDS

is played with 8 balls (7 white 1 red). Red ball starts on the table, any score made with the red ball is doubled. Foul shots include;

1. Any ball returning over baulk-line
2. Failing to hit a ball in play
3. Knocking over white mushroom skittle

The above fouls zero your break!

After 10 minutes, potted balls are not returned, and play continues with the remaining balls. When the last two balls only remain, the ball nearest the player is returned to the half circle, and an attempt must be made to pot off the cushion into the 200 hole. Beware! Knocking over the black skittle zero's your score.

## SCORING

●	●	●	●	●
30	20	10	20	30
		●		
		100		
	●	●	●	
	50	50		
		200		

## JOYSTICK CONTROL

**up/down**

**left/right** — position ball

**fire** — to accept

**left/right** — Select left or right side spin OR

**up/down** — select top or bottom spin

**fire** — to accept

**up/down** — power of shot

**fire** — accept

**left/right** — angle of shot

**fire** — take shot

## DOMINOES

— fire button reveals dominoes so make sure your opponent looks away. Normal rules with 3 games and £1 for the winner of each game.

joystick 1 & 2

**fire** — reveals dominoes

**left/right** — select domino or knock

**fire** — to confirm/accept

**up/down left/right** — position domino on table

**cursor** — rotates domino into position when placing

**F1** — Change selected domino

## PONTOON

— Place your bets using F1 to increase your stake (minimum £1 maximum £5). After your second card TWIST, STICK or BUY (no sticking below 16). Pontoon beats 5 card trick. 10 consecutive hands for each player, with your final kitty added to your score.

**F1** — increase/decrease stake

**Return** — turn second card

**S** — stick **T** — twist **B** — buy

## POKER

— keyboard numbers 1-5 represent the 5 cards dealt. You may deal another hand or a selection of the five cards. Pressing numbers 1 to 5 selects the cards to be replaced. Space bar starts the dealing and each player has 10 £1000 maximum gamble £1 — but high odds give big winnings in this game.

**Space** — start game **1-5** — exchange retain card

**ODDS:**

**2-1** Pair **6-1** Flush **10-1** Run, Full house, 4 of a kind

**4-1** 2 Pair **8-1** Prial **20-1** Running flush

## SKITTLES

— 5 games each with £1 for the winner of £1 each for a draw, 10 bowls per game. Try to line up your bowl and the target to obtain a strike. 10 points per skittle down.

joystick/keyboard **fire** or **space**

**space** — when prompted to change player

## HOW TO LOAD

**CASSETTE** — hit SHIFT/RUNSTOP keys together

**DISK** — LOAD \*-\* .8, 1

Follow the menu prompts to load the game of your choice or play the FULL PUB GAMES RUN

**SCORING** — the complete PUB GAMES RUN will give a running total of your scores, see the game descriptions for their individual scoring methods.

**GAMES ORDER** — (same both sides)

Menu, Darts, Bar Billiards, Dominoes, Table Football, Pontoon, Poker, Skittles.

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